

1/42

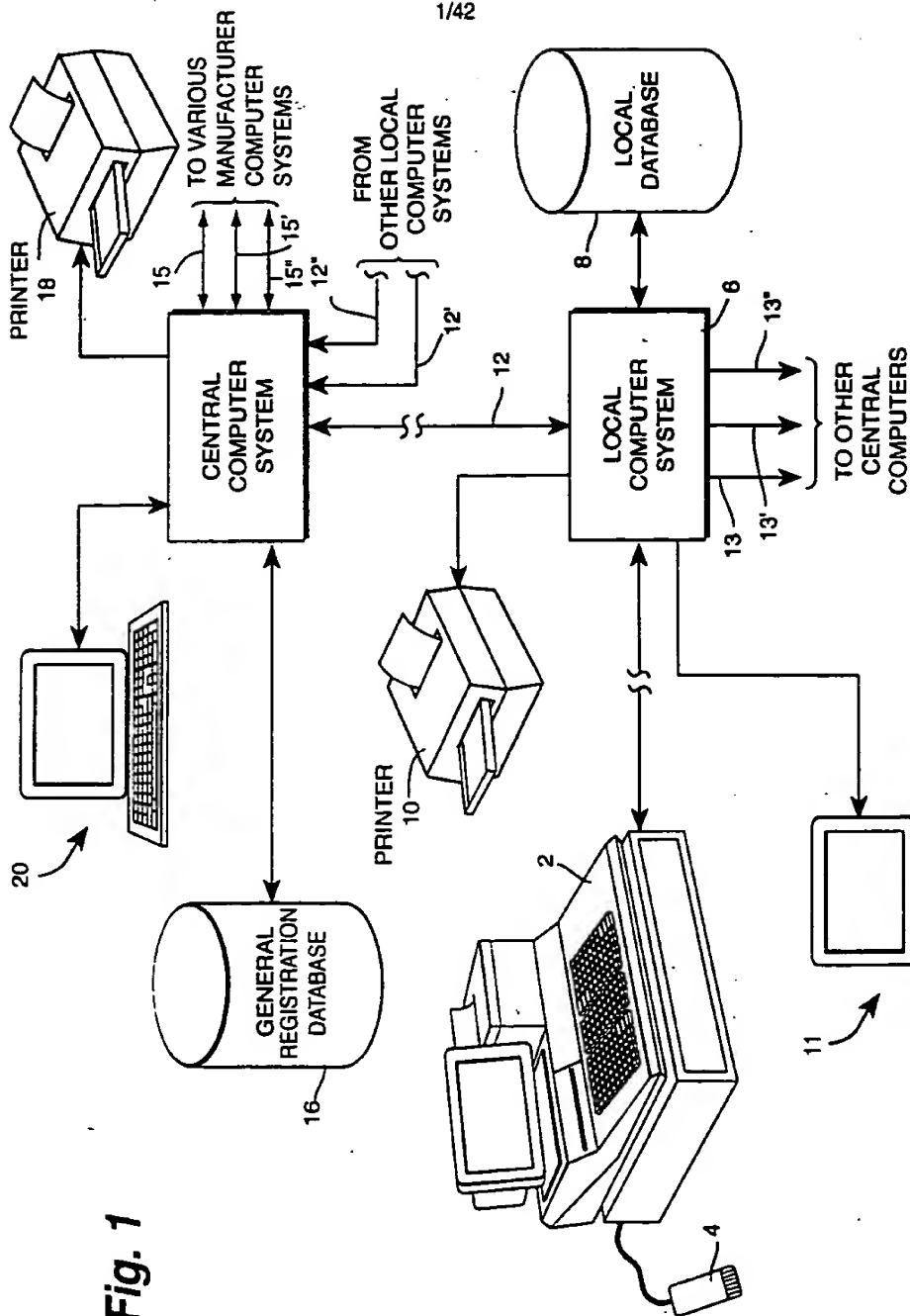
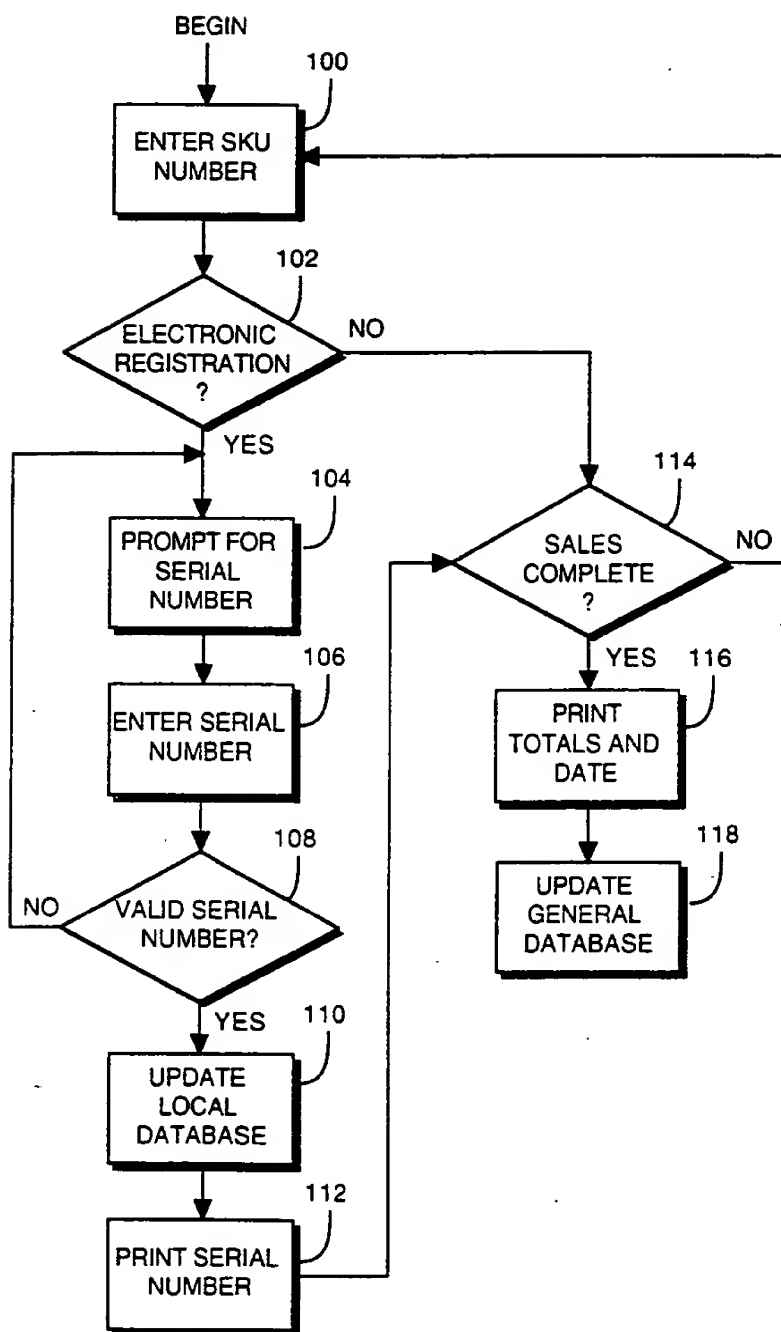


Fig. 1

005240* P2069560

Fig. 2

2/42



09509021.072500

3/42

30

STORE•MART

SUPERCENTER

WE SELL for LESS

STORE # 100
ARLINGTON, VA

ST# 0100 OP# 00000104 TE# 30 TR# 05900

SERIAL # G739775156

VIDEO SYSTEM 004549671003 W 42.96 J

SUBTOTAL 42.96

SALES TAX 1 3.01

TOTAL 45.97

CASH TEND 50.00

CHANGE DUE 4.03

TC # 6117107432167

* SAVE RECEIPT FOR REFUNDS / EXCHANGES *

* OF WARRANTY ITEMS PURCHASED *

THANK YOU FOR SHOPPING WITH US

12 / 14 / 95

13 : 37 : 25

005270 12060560

Fig. 3

09509021, 072500

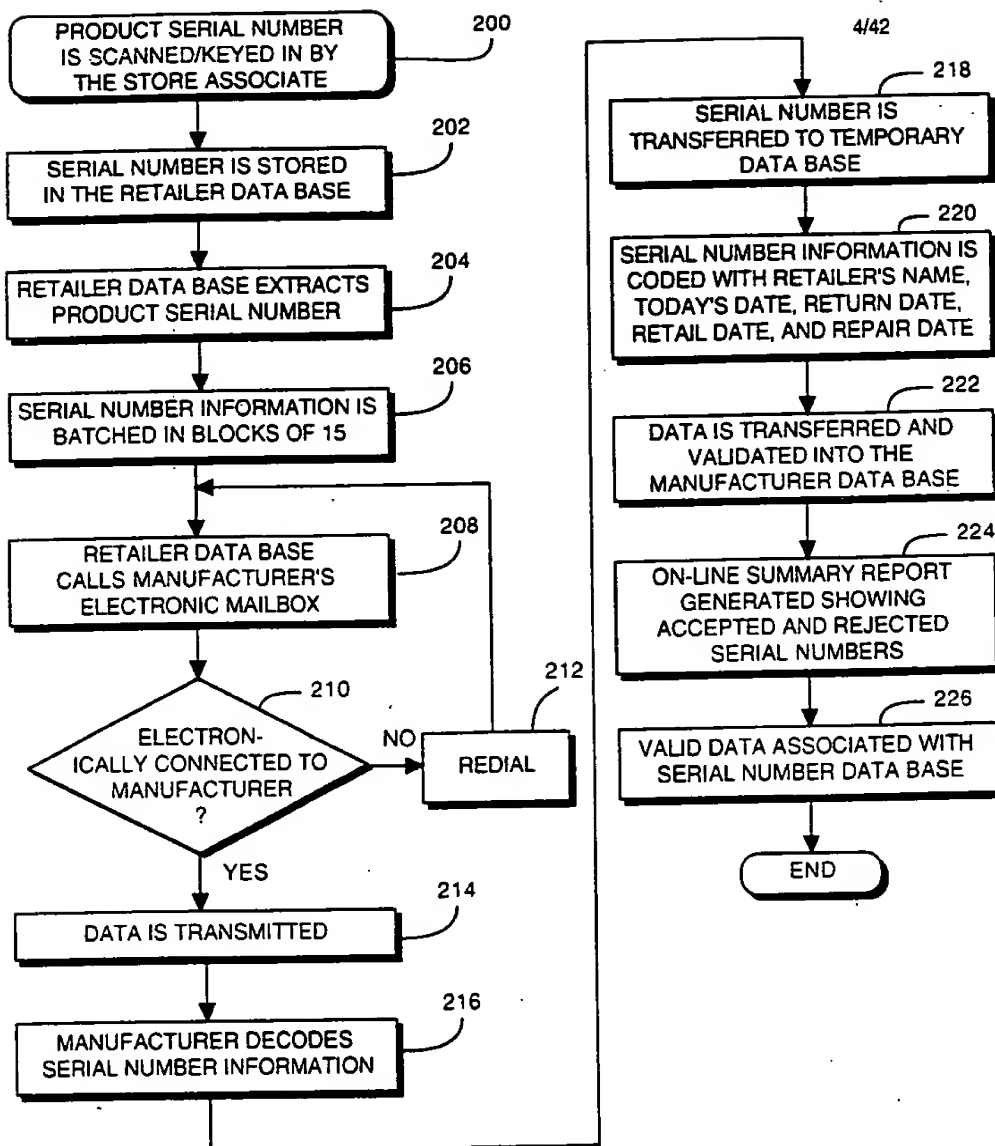
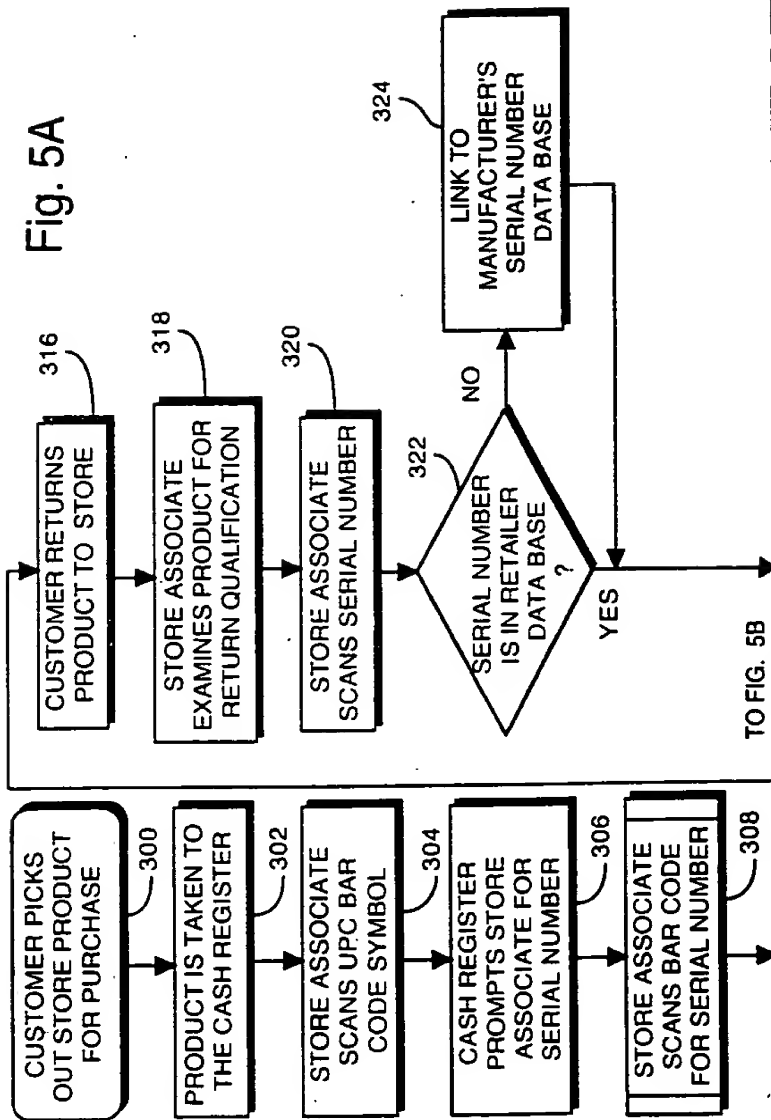


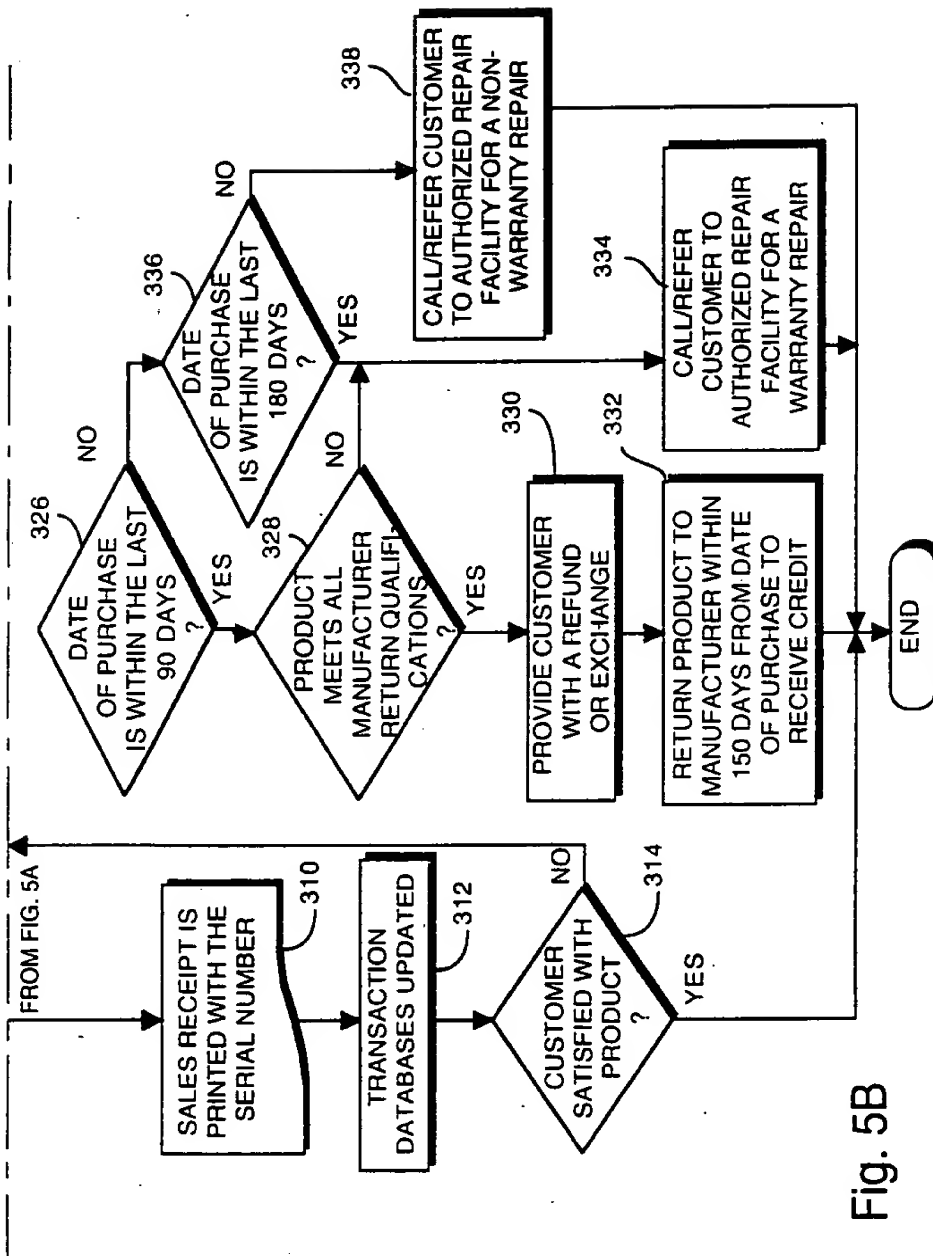
Fig. 4

5/42

Fig. 5A

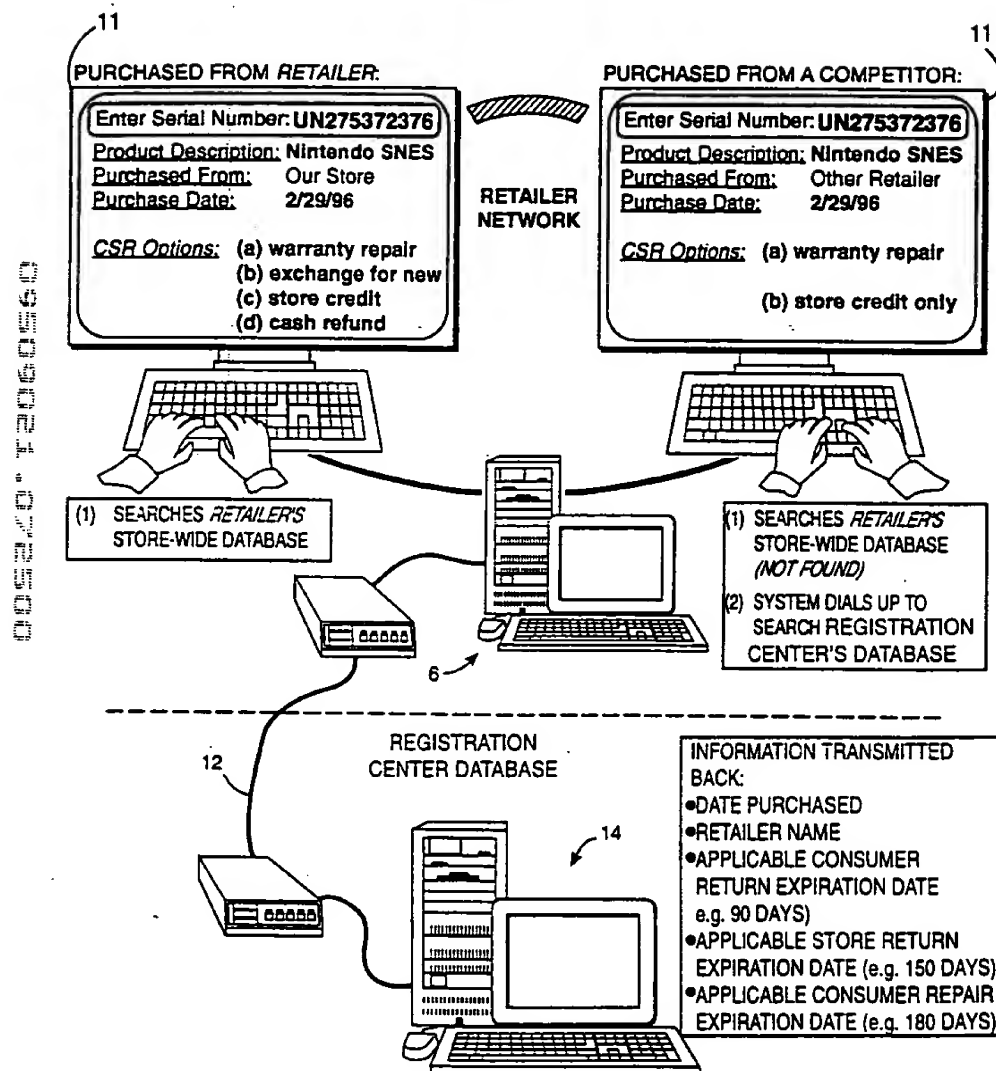


6/42



7/42

Fig. 6
Customer Service Desk
Product Returns



8/42

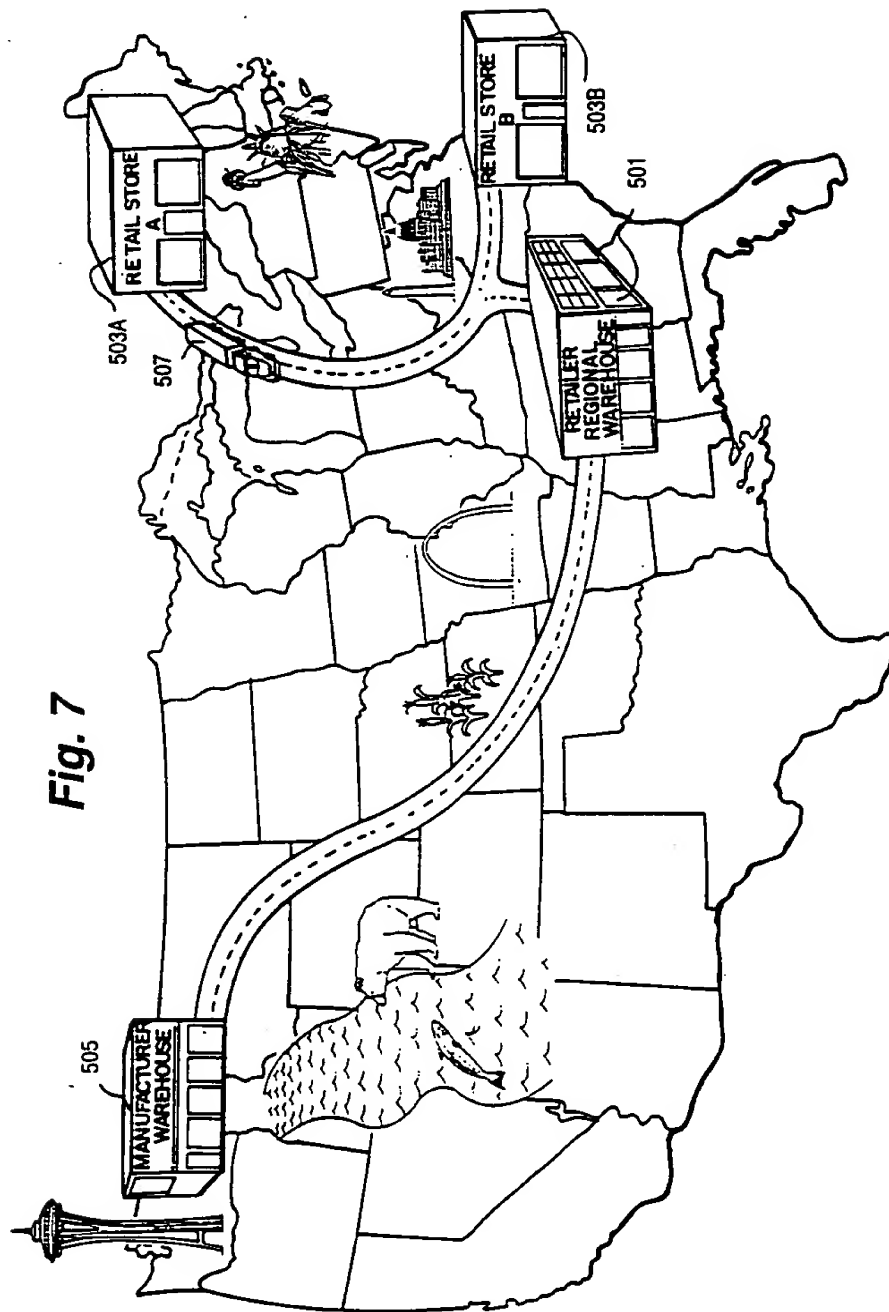


Fig. 7

095220" 12060560

9/42

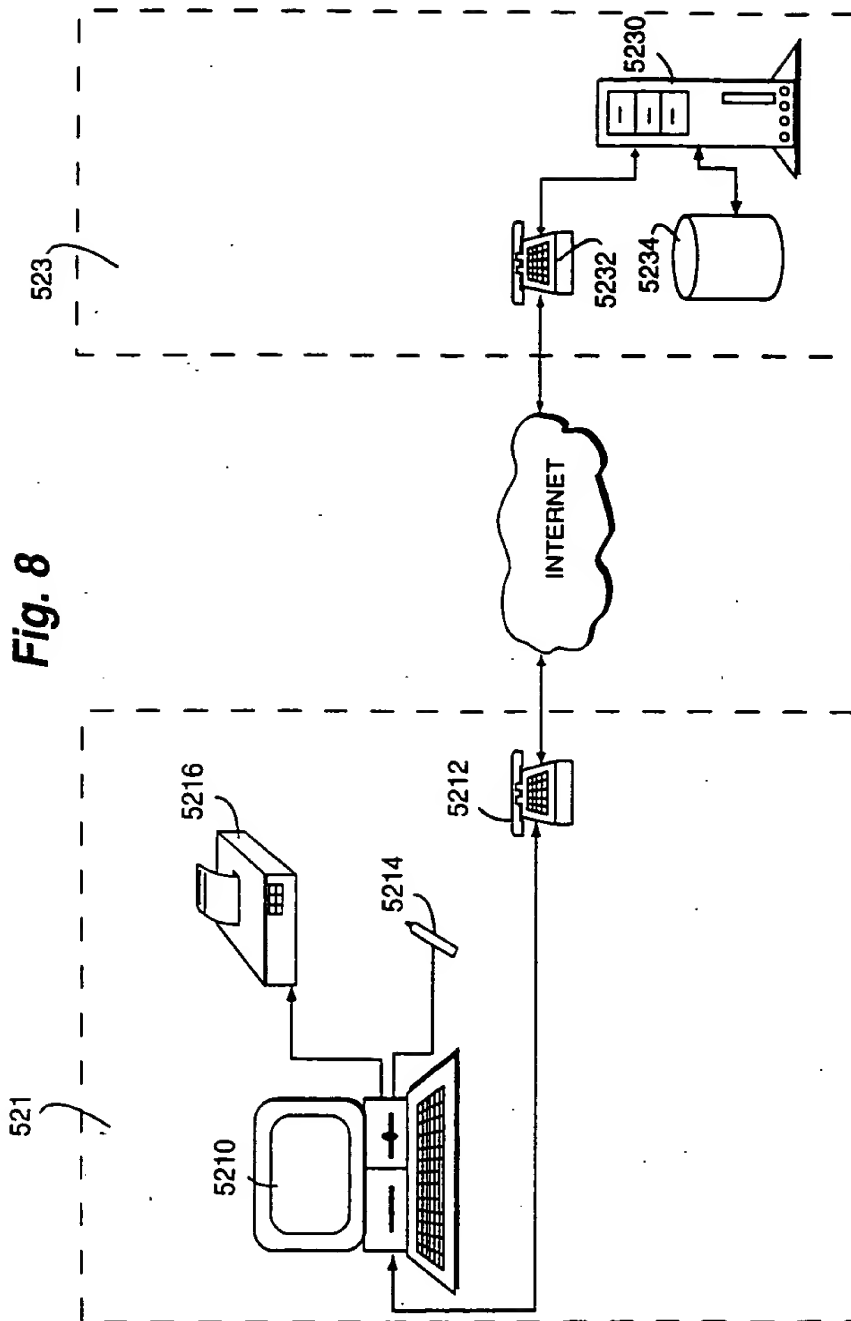


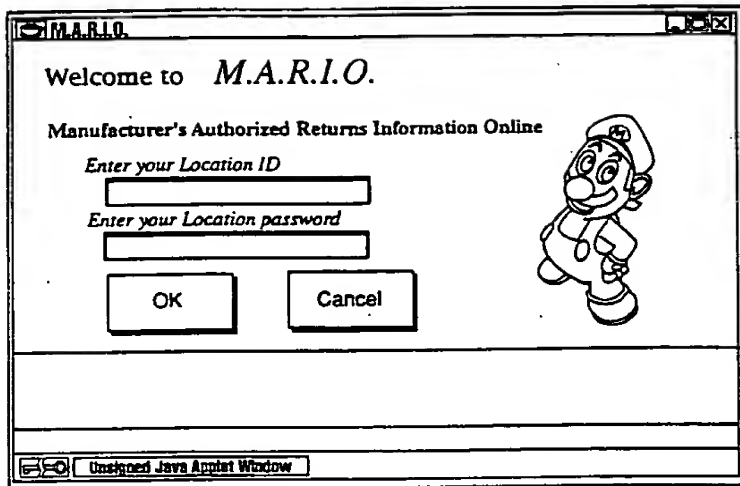
Fig. 8

005240-12060560

5232

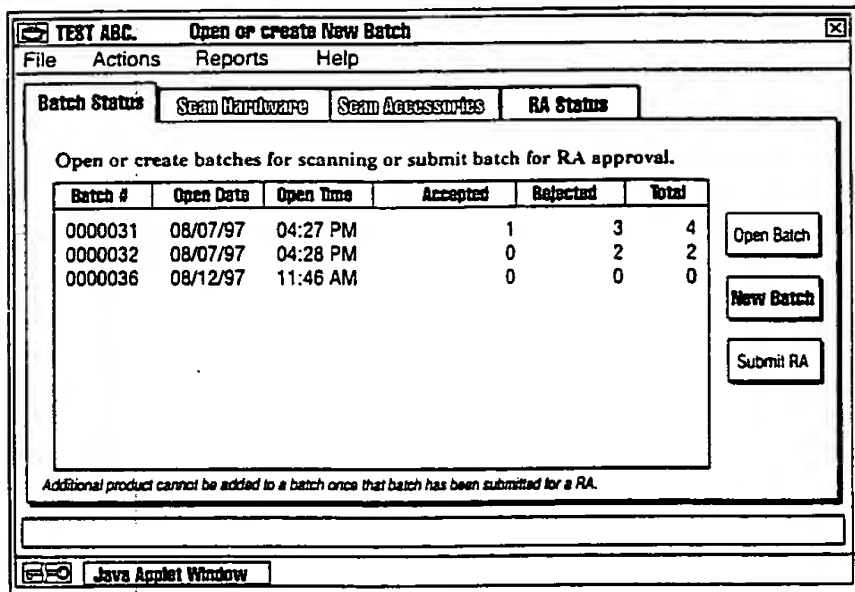


11/42



A login window titled "M.A.R.I.O." with a cartoon character of Mario on the right. The text inside reads: "Welcome to M.A.R.I.O.", "Manufacturer's Authorized Returns Information Online", "Enter your Location ID", and "Enter your Location password". There are two input fields for the ID and password, and "OK" and "Cancel" buttons at the bottom. A status bar at the bottom says "Unsigned Java Applet Window".

Fig. 10A



A window titled "TEST ABC. Open or create New Batch" with a menu bar (File, Actions, Reports, Help) and tabs (Batch Status, Scan Hardware, Scan Accessories, RA Status). The main area contains the text "Open or create batches for scanning or submit batch for RA approval." and a table with columns: Batch #, Open Date, Open Time, Accepted, Rejected, Total. The table has three rows of data. To the right of the table are buttons: "Open Batch", "New Batch", and "Submit RA". At the bottom, a note states: "Additional product cannot be added to a batch once that batch has been submitted for a RA." The status bar at the bottom says "Java Applet Window".

Batch #	Open Date	Open Time	Accepted	Rejected	Total
0000031	08/07/97	04:27 PM	1	3	4
0000032	08/07/97	04:28 PM	0	2	2
0000036	08/12/97	11:46 AM	0	0	0

Fig. 10B

12/42

ABC Retail Stores Current Batch:0000018

File Actions Help

Batch Status Scan Hardware Scan Accessories RA Status

Scan defective hardware for return.

Upc Number Serial Number Store Reference Validate

Ref	UPC#	Serial#	Description	Scan Date	Scan Time	Store Ref
Y	00045496610043	UN456784XXE	ACTION SET	06/10/97	11:26:19	Z Store
	00045496610043	VN123456784	ACTION SET	06/10/97	11:27:10	Y Store

Java Applet Window

Fig. 10C

REJECT REASON

UPC 00045496610258 Serial Number
N8134344181 was rejected because
Return warranty has expired.

OK

Java Applet Window

Fig. 10D

13/42

ABC Retail Stores Current Batch: 0000018

File Actions Help

Batch Status Scan Hardware Scan Accessories RA Status

Scan defective accessories for return.

Qty UPC Number Store Reference

Ref	UPC#	Qty	Description	Scan Date	Scan Time	Store Ref
Y	00454969580117	1	Invalid	06/10/97	11:33:57	
	00045496580131	1	SUPER VHS CABLE	06/10/97	11:34:26	A Store

Java Applet Window

Fig. 10E

ABC Retail Stores

Submit batch 0000018 for RA approval.

Please enter the following...

Contact Name (required)

Contact Phone Number (required)

Customer Reference Number (optional)

Java Applet Window

Fig. 10F

09509021.072500

14/42

ABC Retail Stores

Submit batch 0000018 for RA approval.

Please verify the following information.

Contact Name: **David Koon**
 Contact Phone: **(206) 861-2142**
 Cust Ref: **CR 1234**

Address: **ABC Retail Stores**
4820 150 Ave NE
Redmond
WA 98052

Is this information correct?

Java Applet Window

Fig. 10G

ABC Retail Stores **Current Batch: 0000018**

File Actions Help

Batch Status Scan Hardware Scan Accessories RA Status

Scan batches submitted for RA.

Status	Batch#	Cust Ref	Tot Scans	Submitted	Approved	RA Number	Expire Date
Pending Approval	0000017		27.0	06/11/97			08/01/97
Approved	0000015	kb12444	21.0	06/10/97	06/10/97	915	08/10/97
Approved	0000016	noa11424556	4.0	06/13/97	06/13/97	918	06/20/97
Pending Approval	0000019		1.0				

Java Applet Window

Fig. 10H

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15/42

005240" F2060560

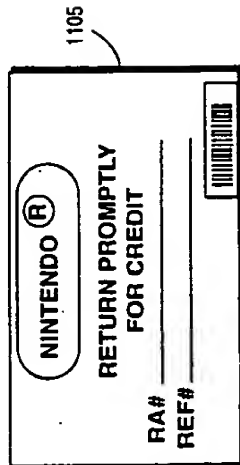
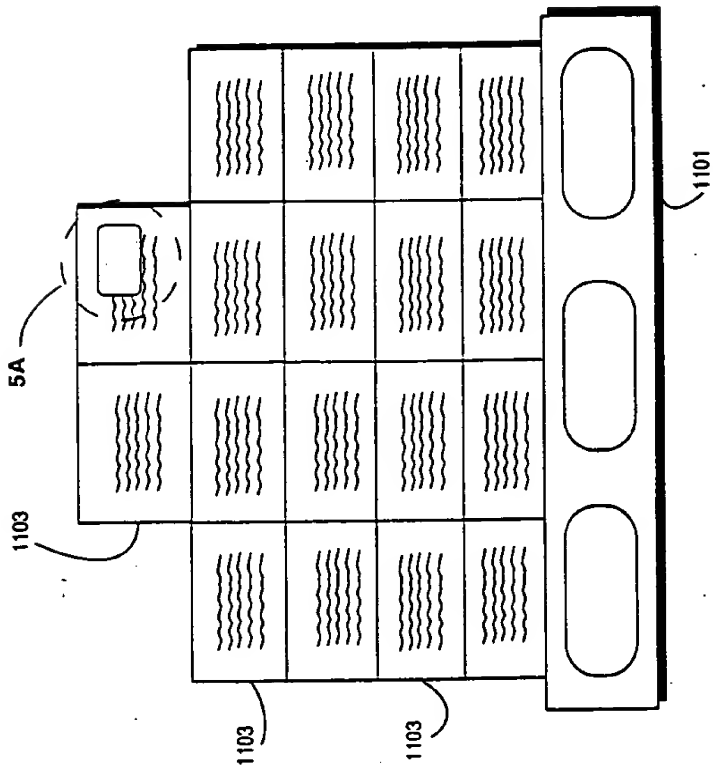


Fig. 12



005240*120609560

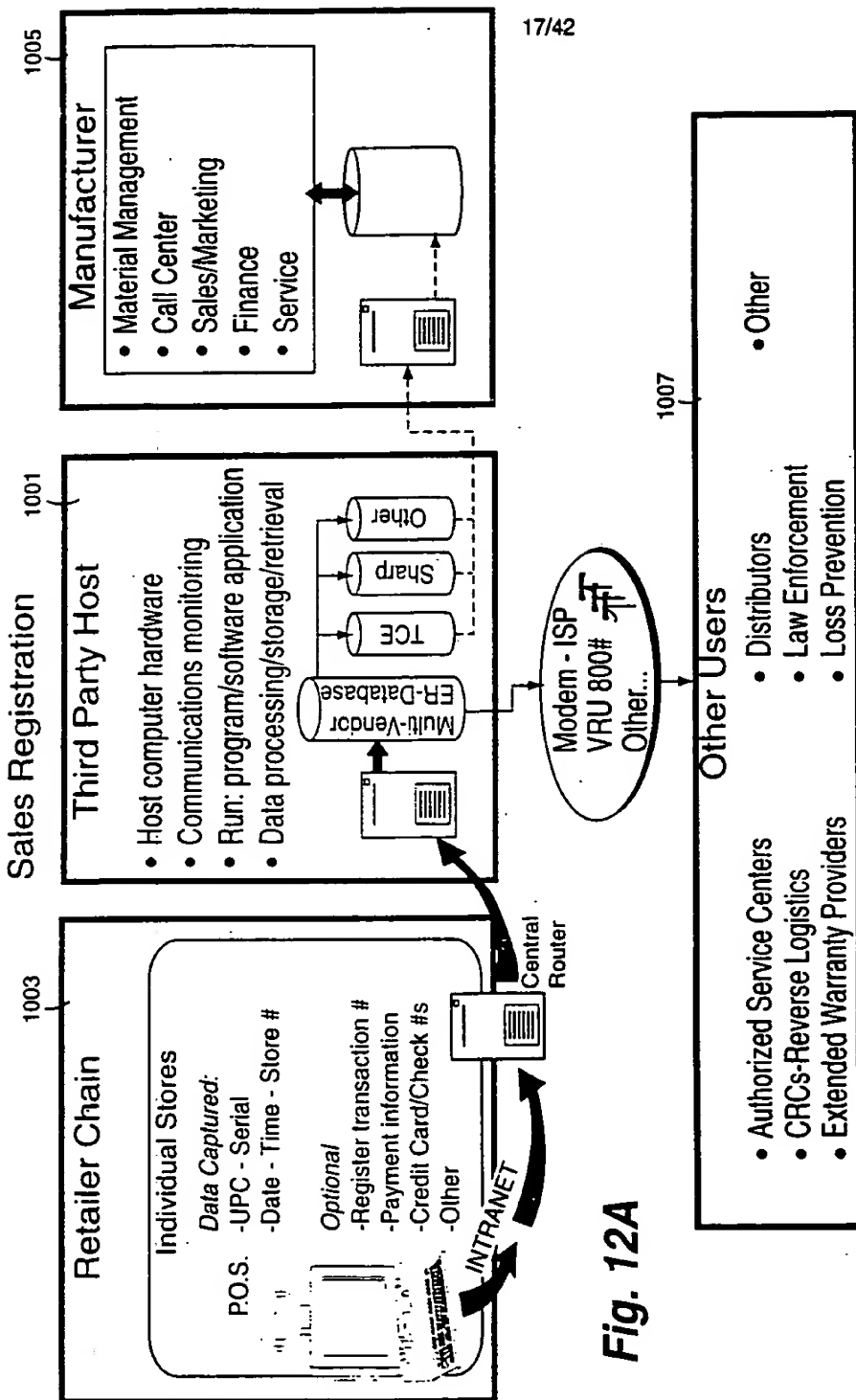


Fig. 12A

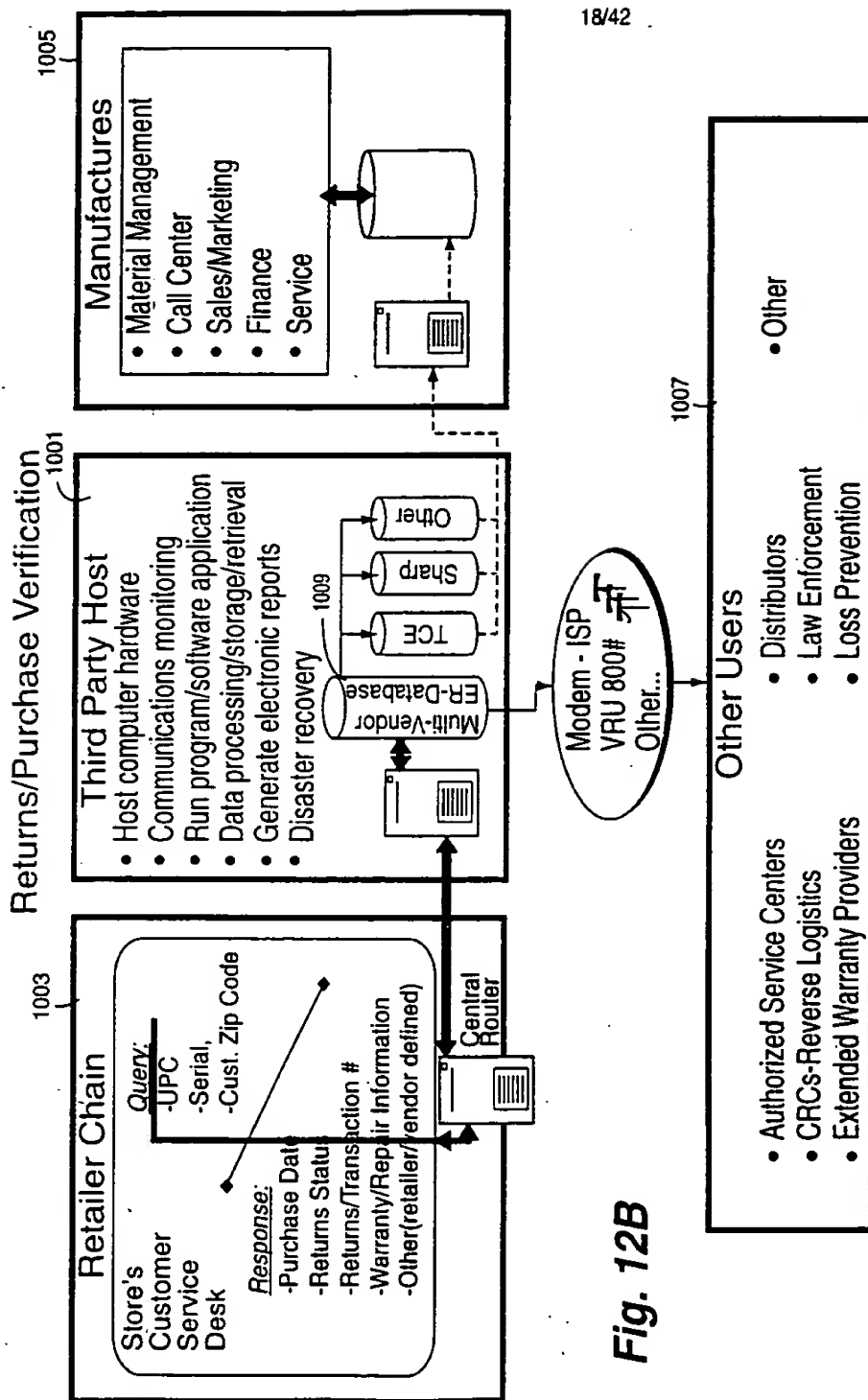


Fig. 12B

005220" 12060560

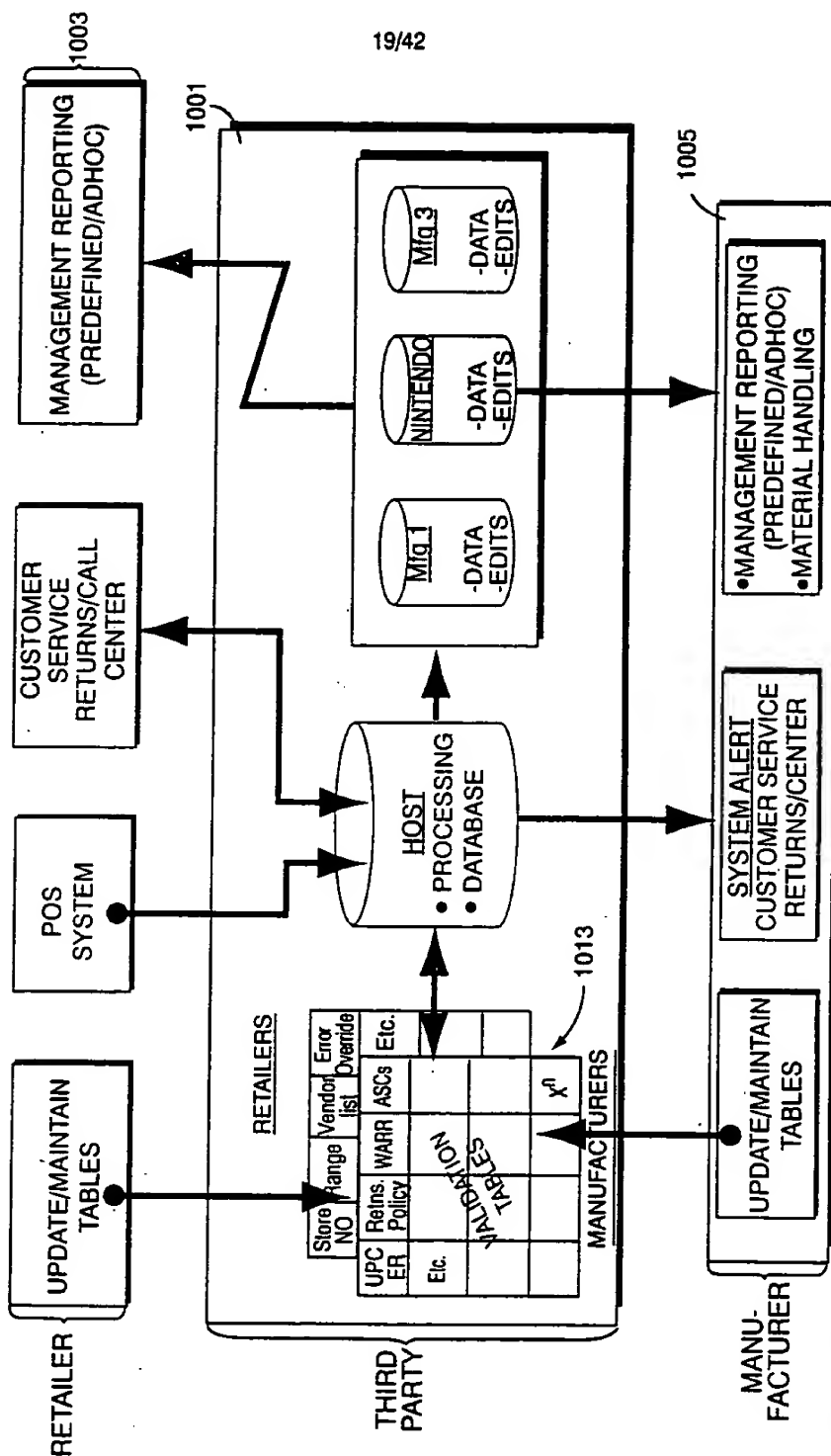
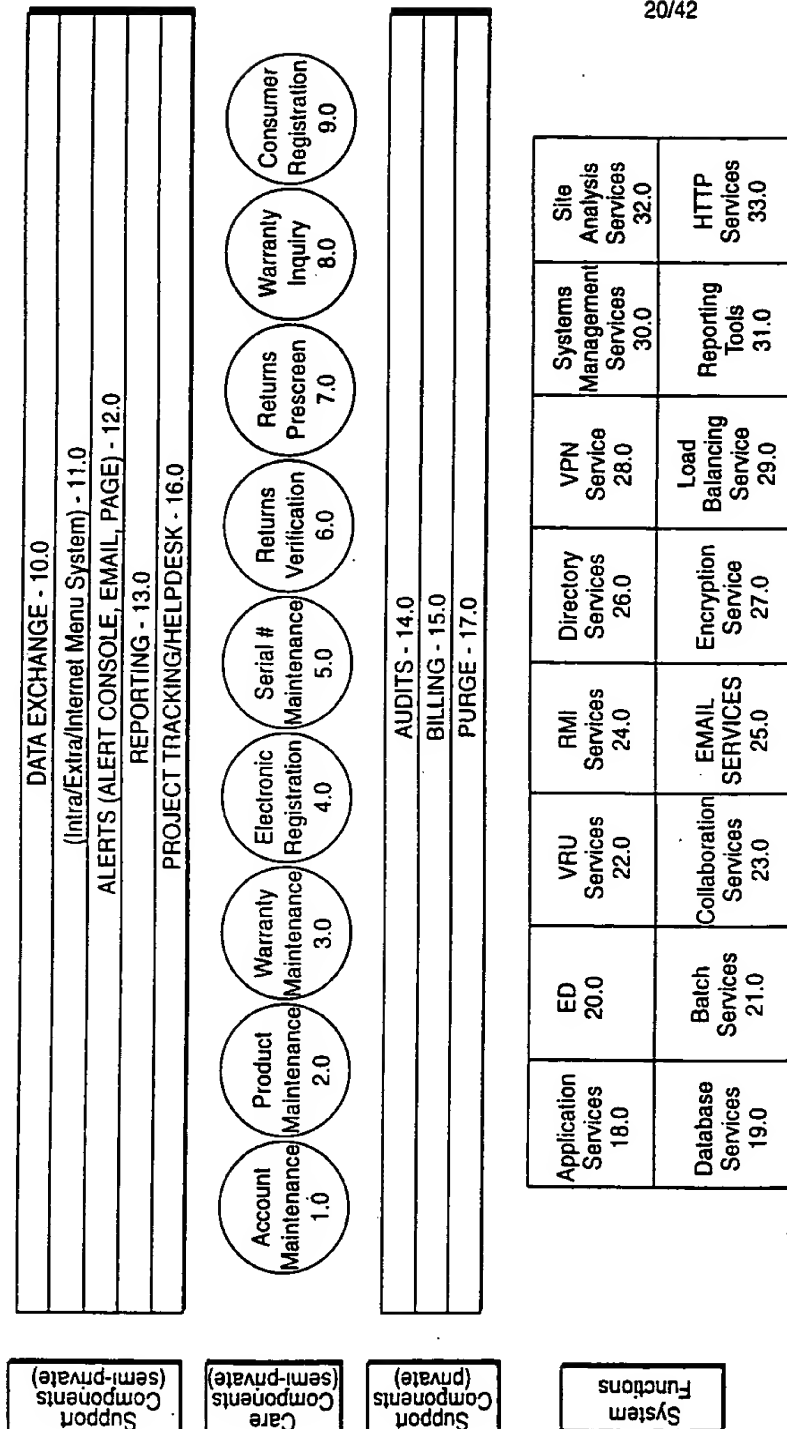


Fig. 13

Fig. 14

Application Overview



005240* T2060560

Fig. 15

Consumer Post-Sale Registration	
<div><p>① Validation</p><p>Brand Name: <input type="text" value="Sony"/> 1501</p><p>Store Purchased At: <input type="text" value="Circuit City"/> 1502</p><p>Date Purchased: <input type="text" value="1-5-99"/> 1503</p><p>Serial No.: <input type="text" value="1234"/> 1504</p><p>Product Description: <input type="text" value="Game Boy"/> 1505</p></div>	<div><p>② Registration</p><p>Name: <input type="text"/></p><p>Address: <input type="text"/></p><p>Phone No.: <input type="text"/></p></div> <div><p>Consumer Protection Information</p><ul style="list-style-type: none">• Privacy Policy• Intent of Use</div>

22/42

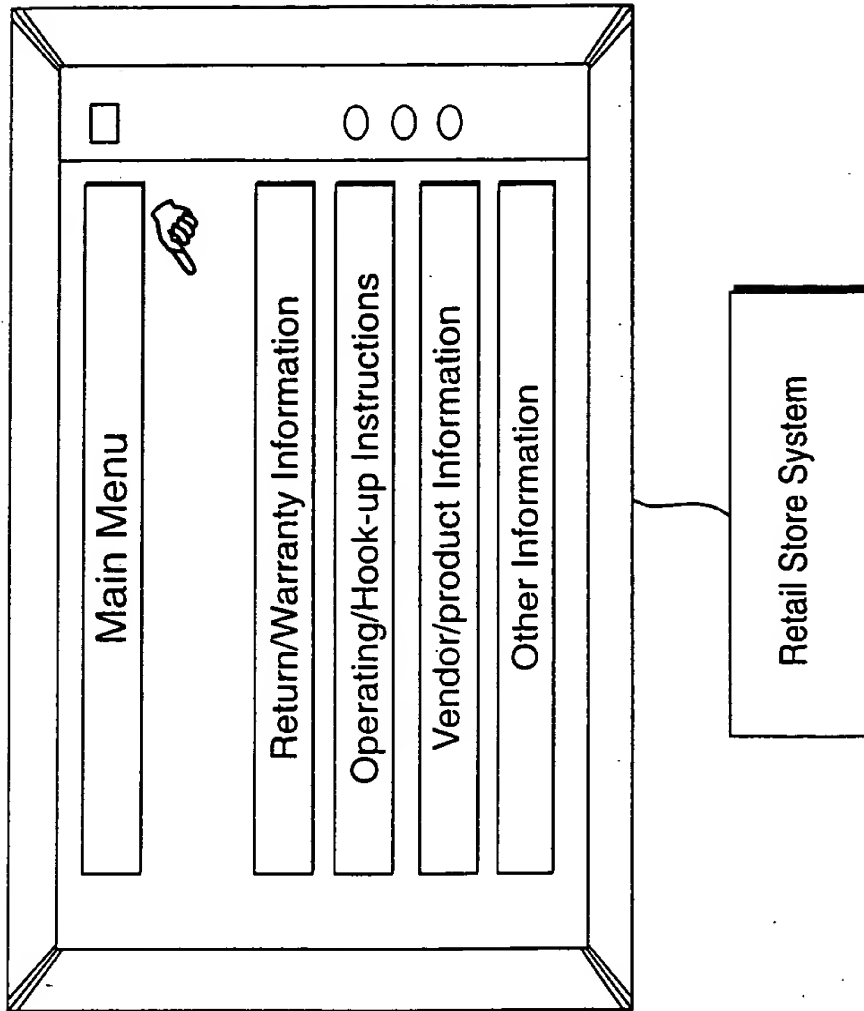


Fig. 16A

005240-12060560

23/42

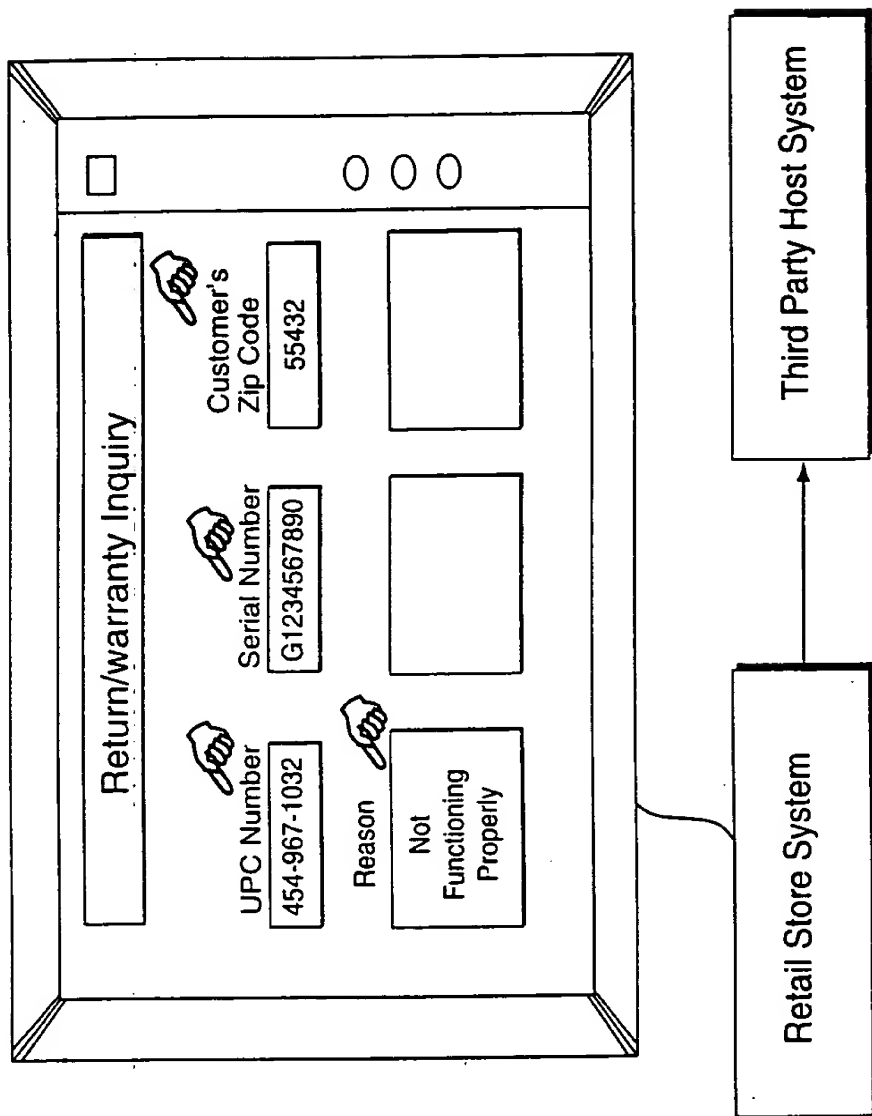
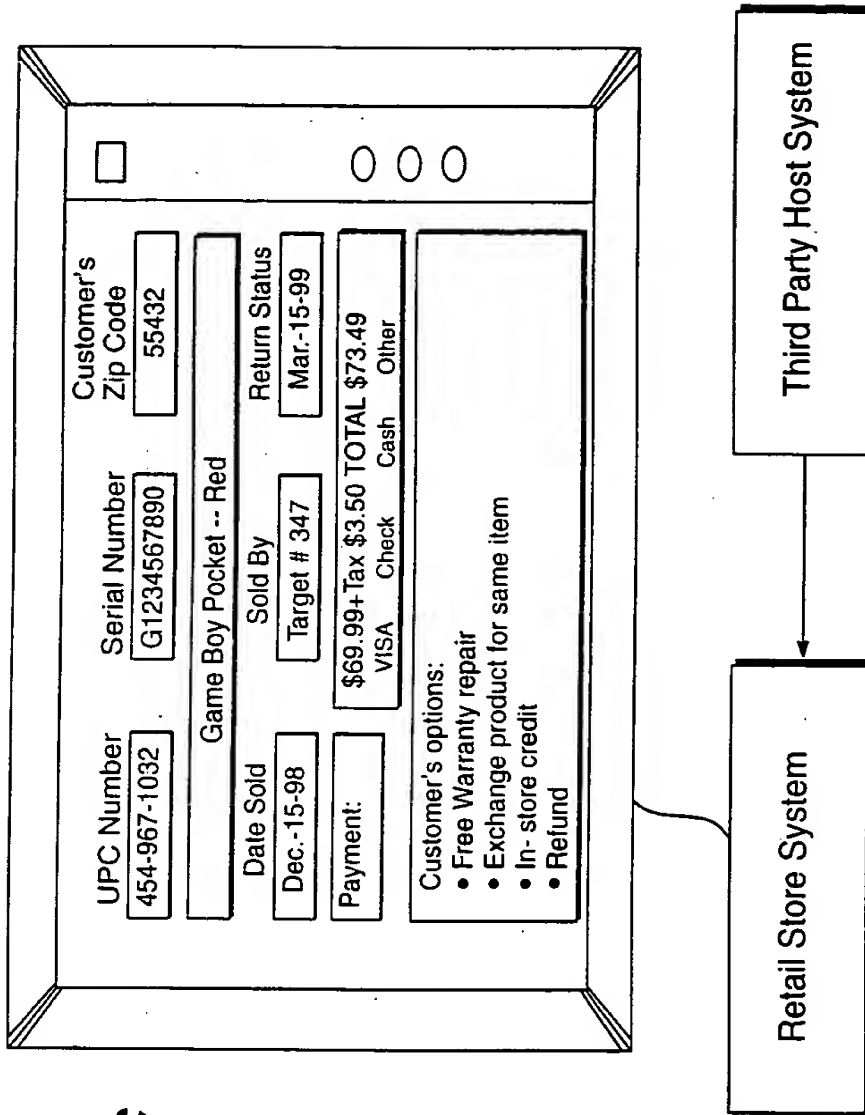


Fig. 16B

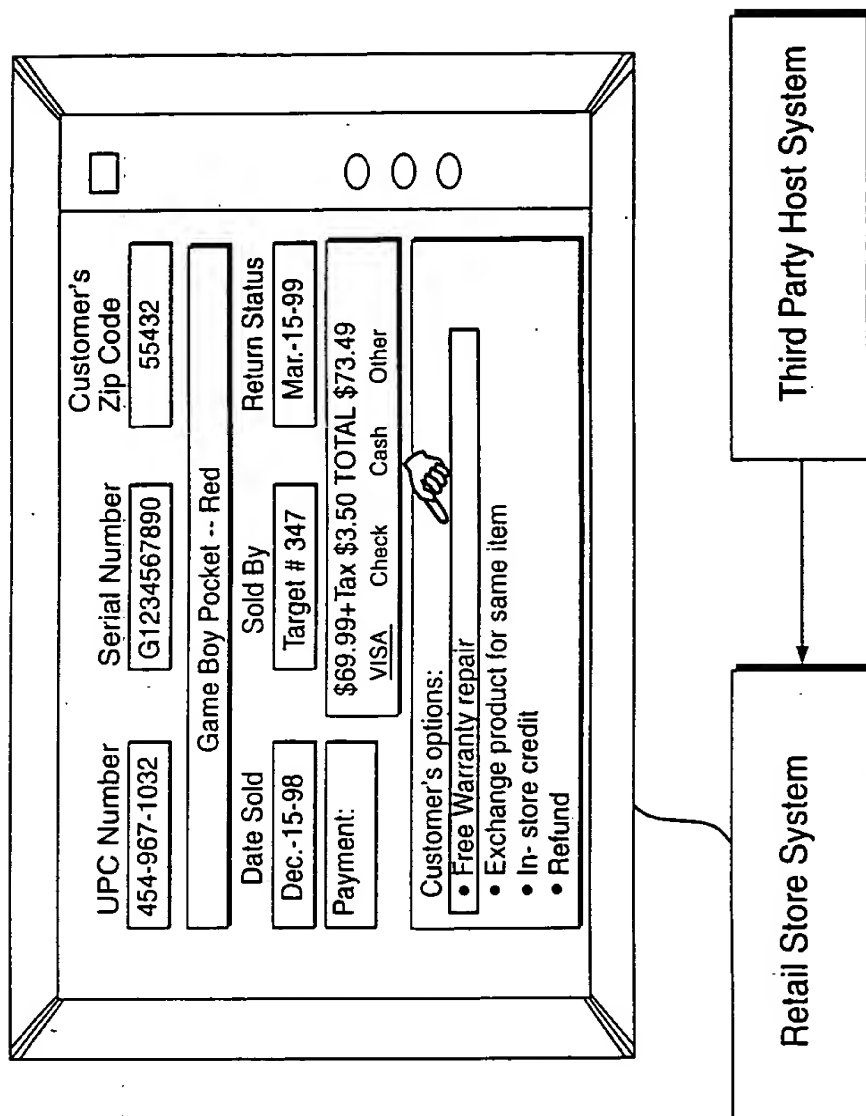
005220" 12060560

24/42

005220 12060560



25/42



26/42

005220" 120609560

Fig. 16E

Customer's Zip Code 55432

Serial Number G1234567890

UPC Number 454-967-1032

Game Boy Pocket -- Red

Date Sold Dec.-15-98

Sold By Target # 347

Return Status Mar.-15-99

Payment: \$69.99+ Tax \$3.50 TOTAL \$73.49

VISA Check Cash Other

Customer's options:

- Free Warranty repair
- Exchange product for same item
- In-store credit
- Refund

Retail Store System

Third Party Host System

27/42

005240" 12060560

Fig. 16F

☐

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UPC Number 454-967-1032	Serial Number G1234567890	Customer's Zip Code 55432
Game Boy Pocket -- Red		
Date Sold Dec.-15-98	Sold By Target # 347	Return Status Mar.-15-99
Payment:	\$69.99+Tax \$3.50 TOTAL \$73.49	
	VISA	Check Cash Other
<div>Customer's options:<ul style="list-style-type: none">• Free Warranty repair• Exchange product for same item• In- store credit• Refund</div>		

Retail Store System

28/42

005240*F2060560

☐

000

UPC Number	Serial Number	Customer's Zip Code
454-967-1032	G1234567890	55432

Game Boy Pocket -- Red

Date Sold	Sold By	Return Status
Dec.-15-98	Target # 347	Mar.-15-99

Payment:

\$69.99+ Tax \$3.50 TOTAL \$73.49

VISA Check Cash Other

Customer's options:

- Free Warranty repair
- Exchange product for same item
- In- store credit
- Refund

Retail Store System

Fig. 16G

29/42

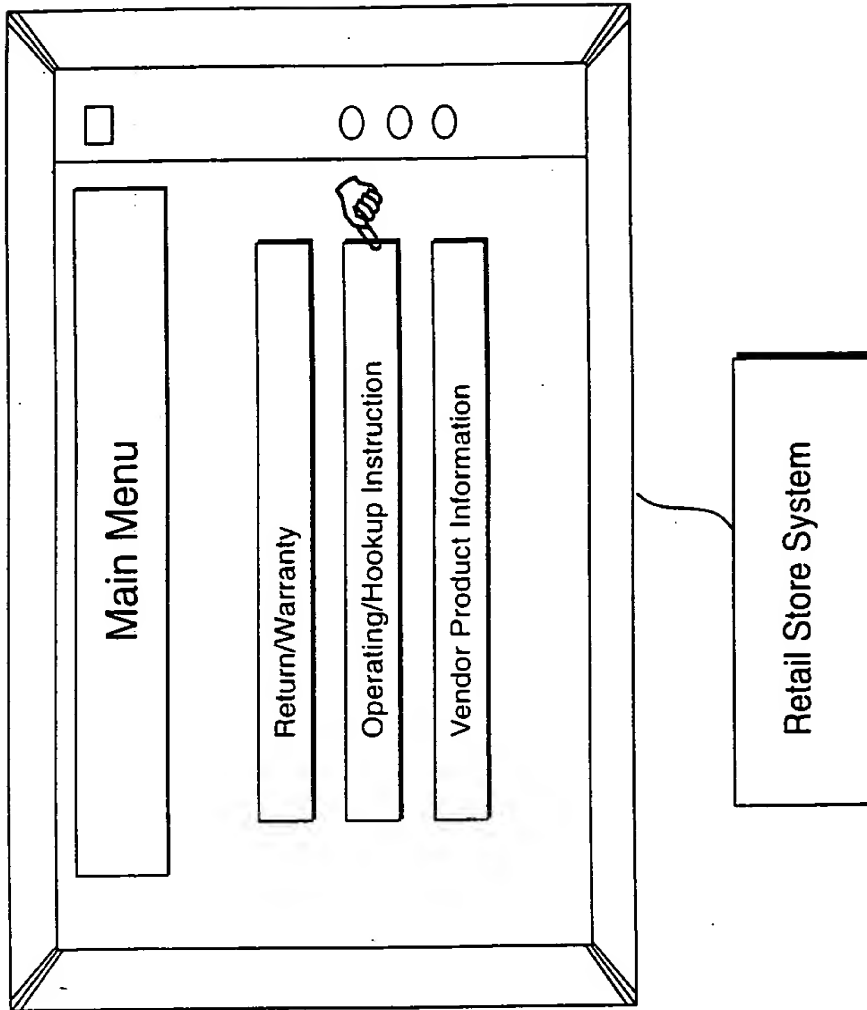


Fig. 17A

005270" P2050560

30/42

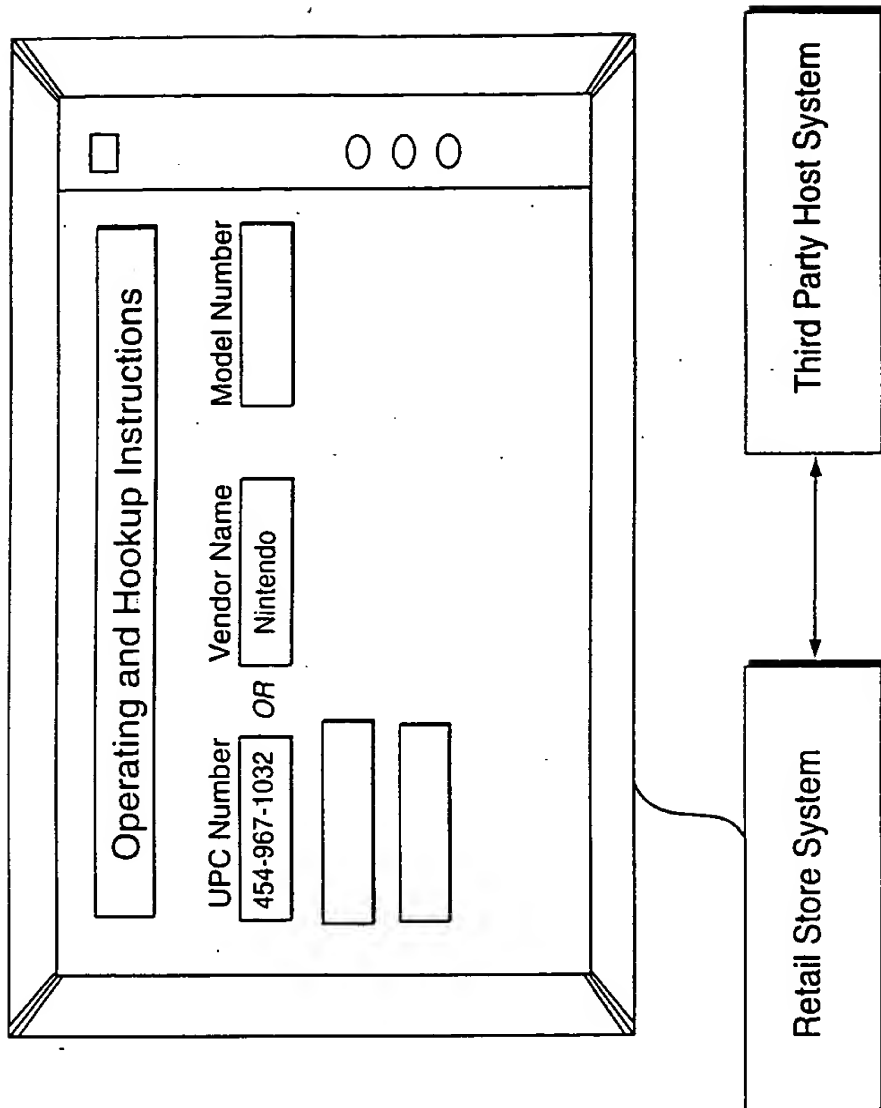


Fig. 17B

005240" T2000560

31/42

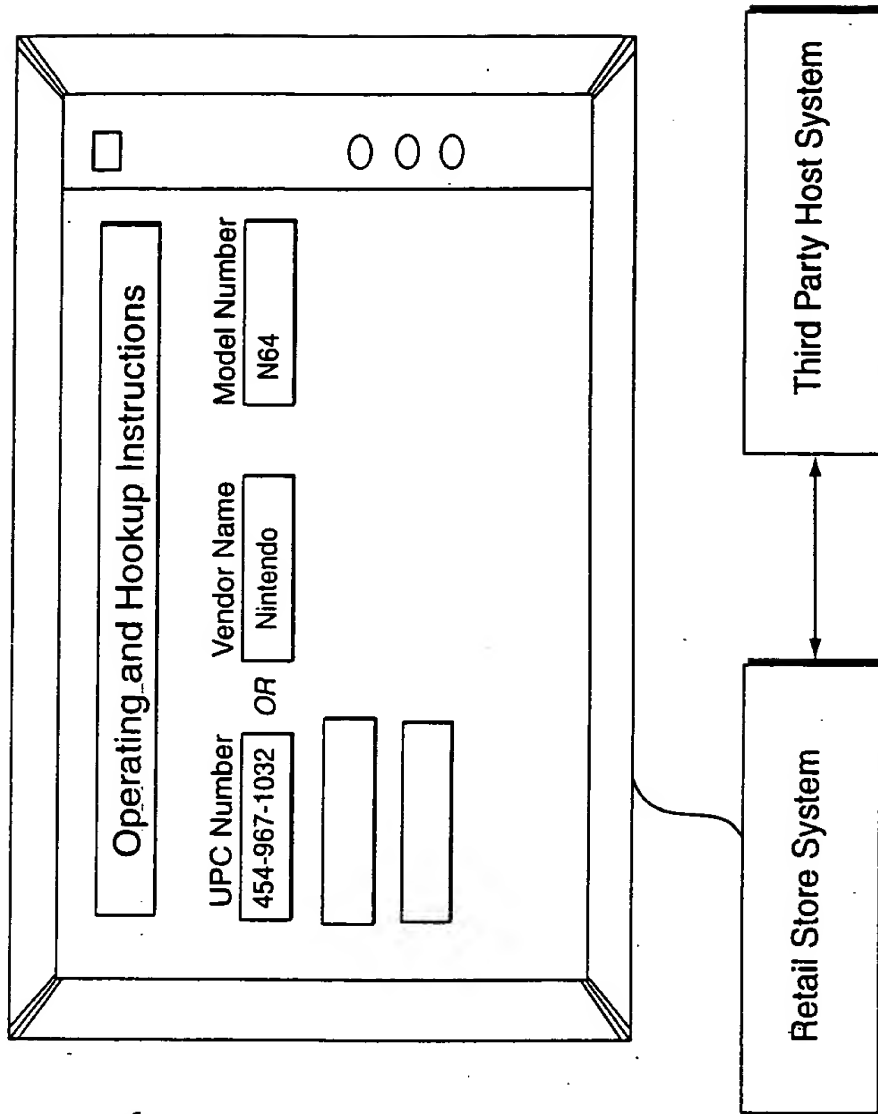


Fig. 17C

005220" 12040560

005220 12060560

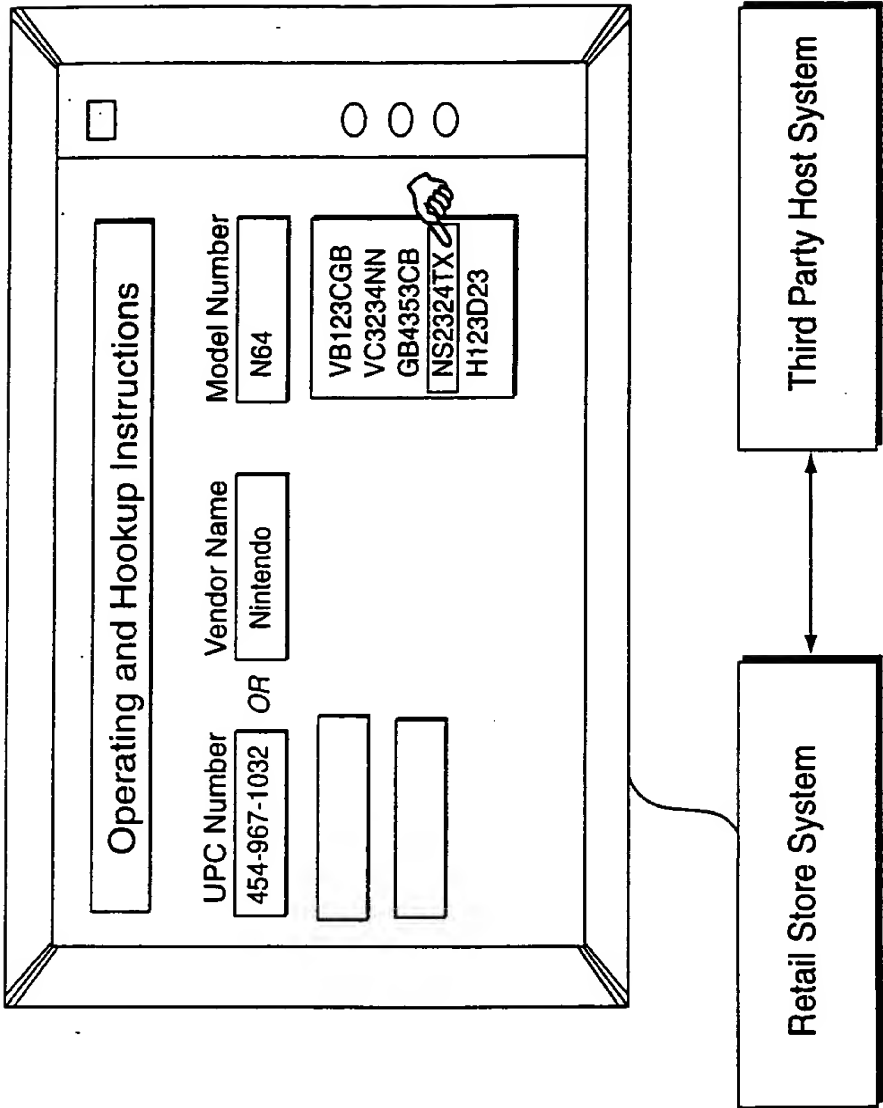


Fig. 17D

33/42

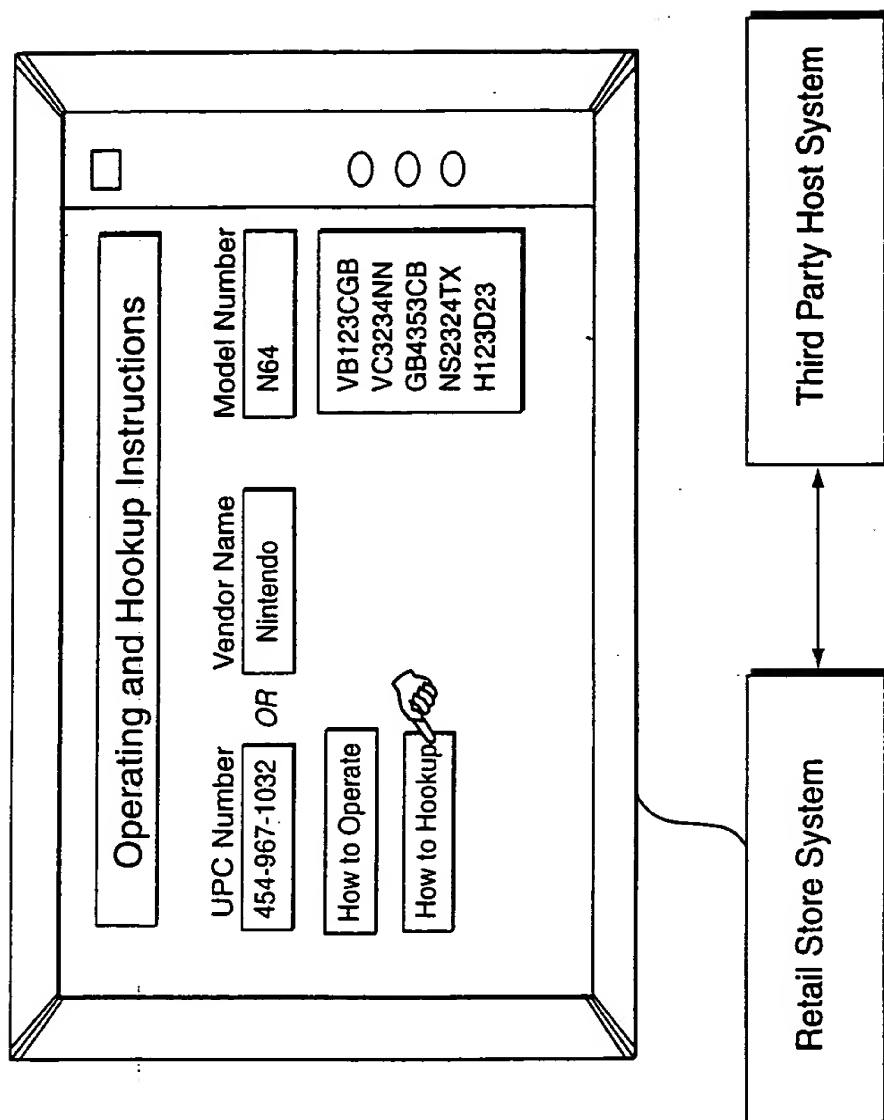


Fig. 17E

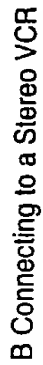
005220-12060560

Connection & Installation

Connect the Nintendo 64 to either your TV or VCR using the Stereo Audio/Video Cable. Choose one of the connection methods on page 4-6 that matches the connections for your TV or VCR; you will only need to make one kind of connection.

- If your TV or VCR does not have audio/video connections ...
- If you currently have a Super Nintendo Entertainment System connected to your TV...

A Connecting to a Stereo TV



Make sure to plug the Audio/Video Cable into the "INPUT" connections of your VCR (Do not use connection labeled "OUTPUT")



Print

Fig. 17F

35/42

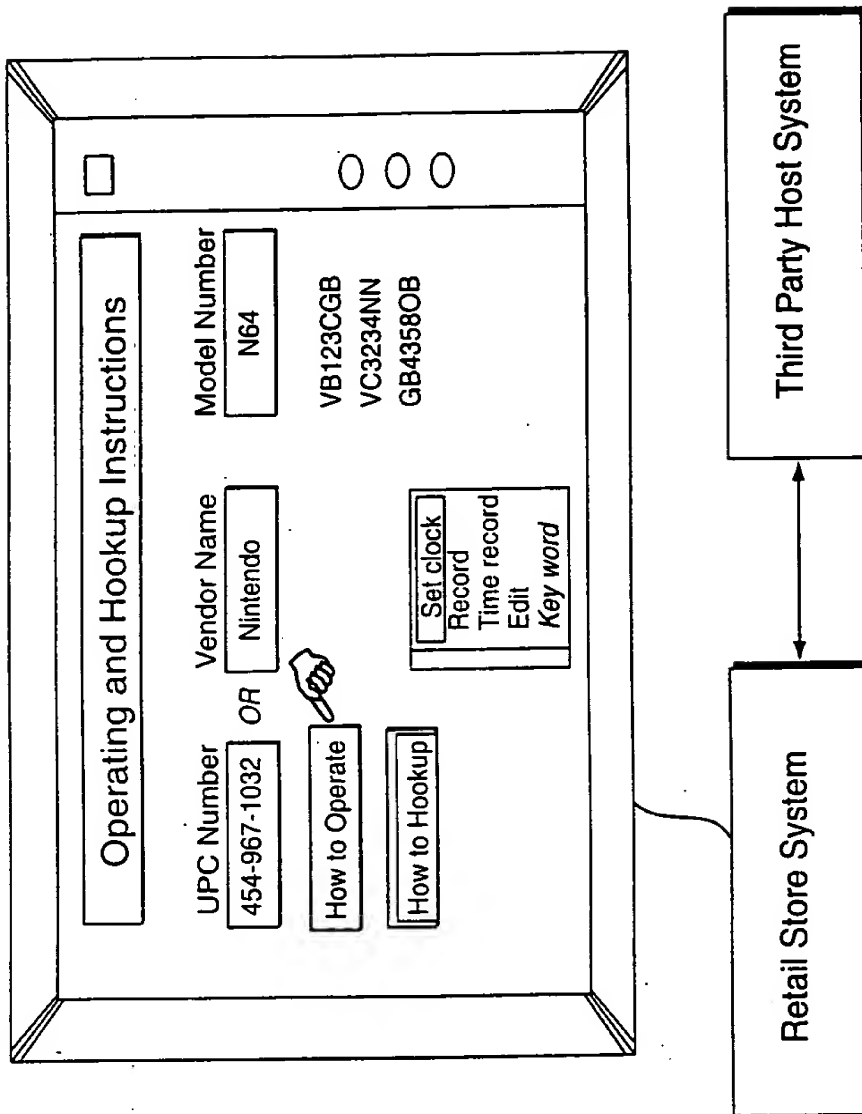


Fig. 17G

005220 12060560

Section Two

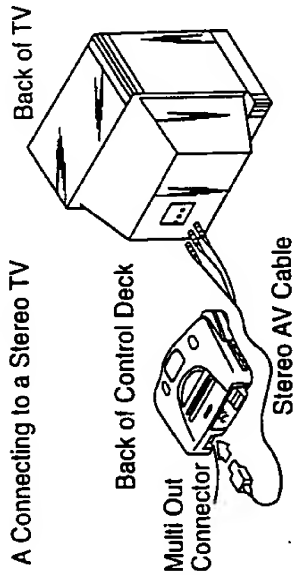
Connection & Installation

Connect the Nintendo 64 to either your TV or VCR using the Stereo Audio/Video Cable.

- If your TV or VCR does not have audio/video connections...
- If you currently have a Super Nintendo Entertainment System...

Audio/Video Cable Connections

A Connecting to a Stereo TV



B Connecting to a Stereo VCR

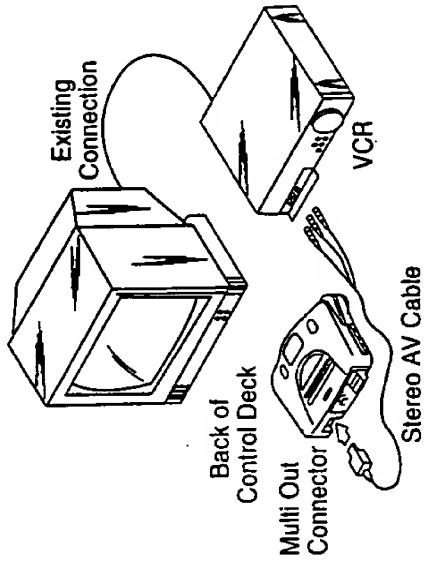


Fig. 17H

37/42

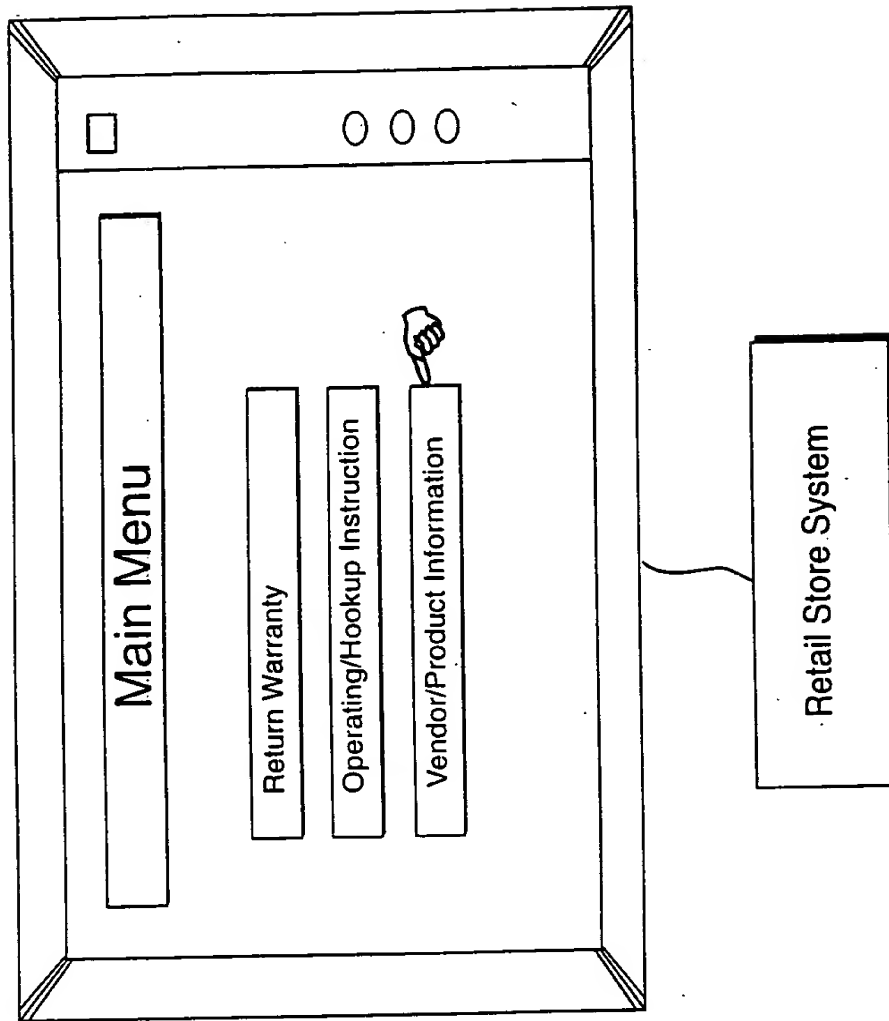
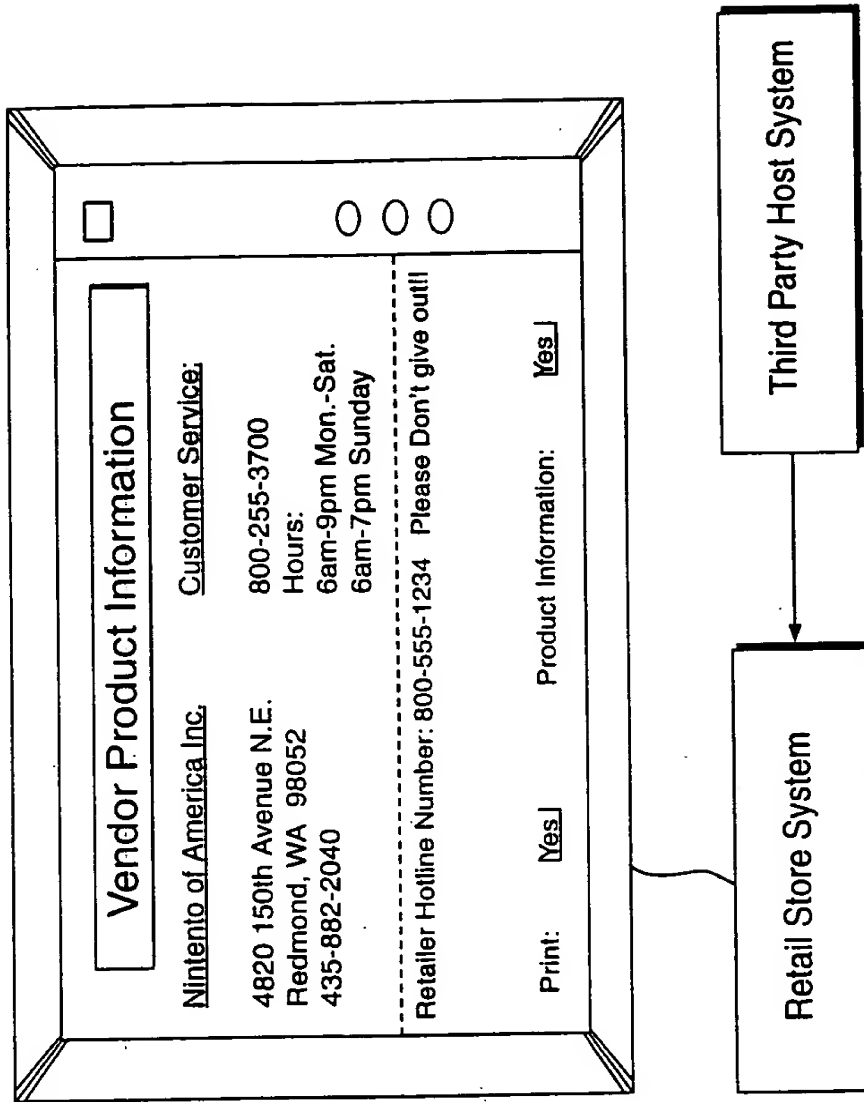


Fig. 18A

005270" T2060560

005220 12060560

Fig. 18B



39/42

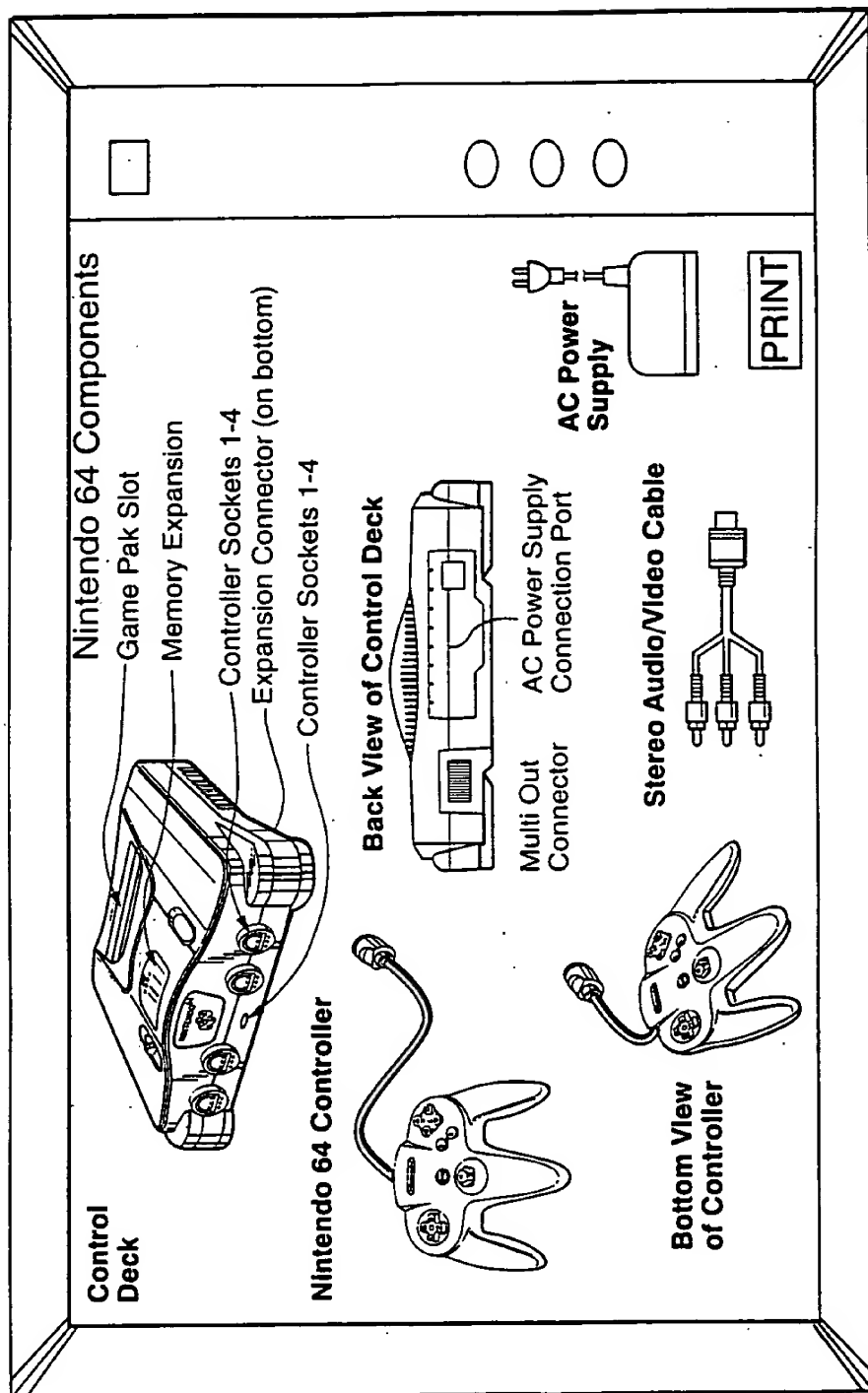


Fig. 18C

40/42

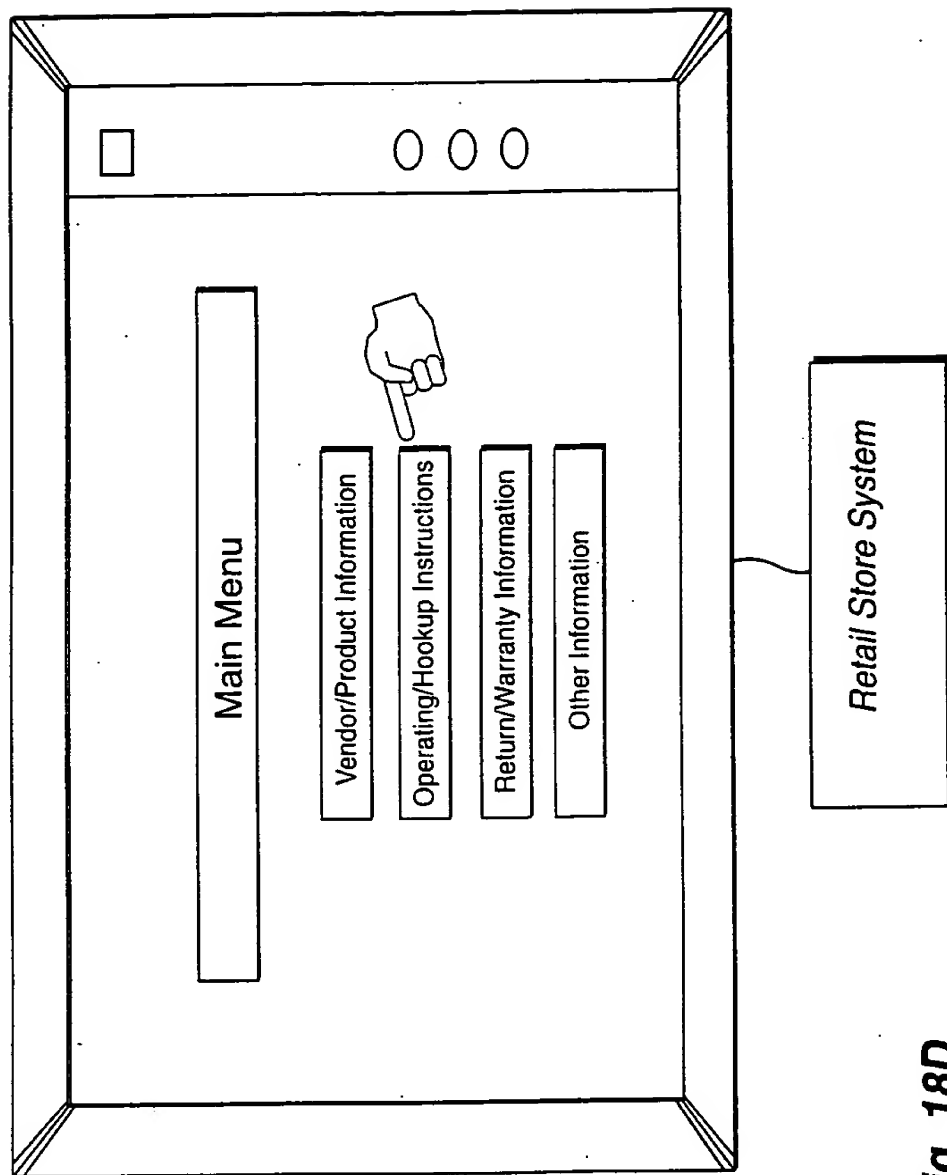
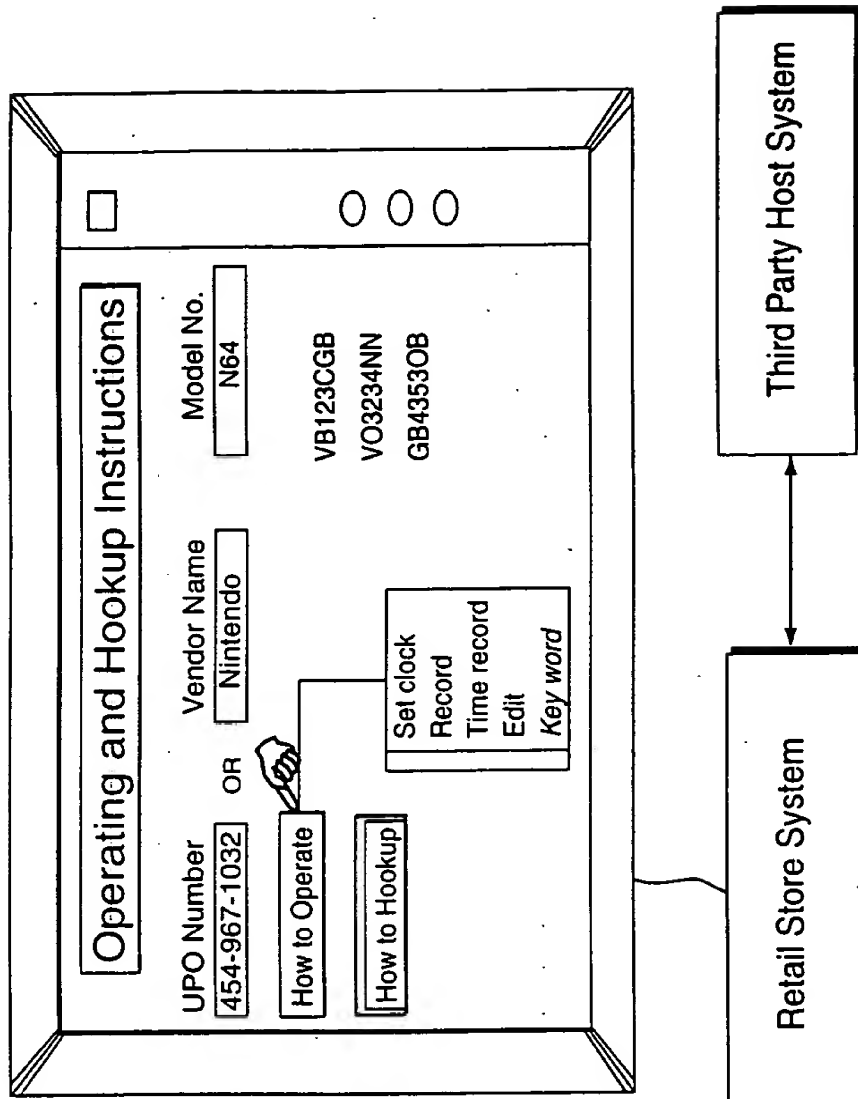


Fig. 18D

00527012060560

Fig. 18E



006220 12060560

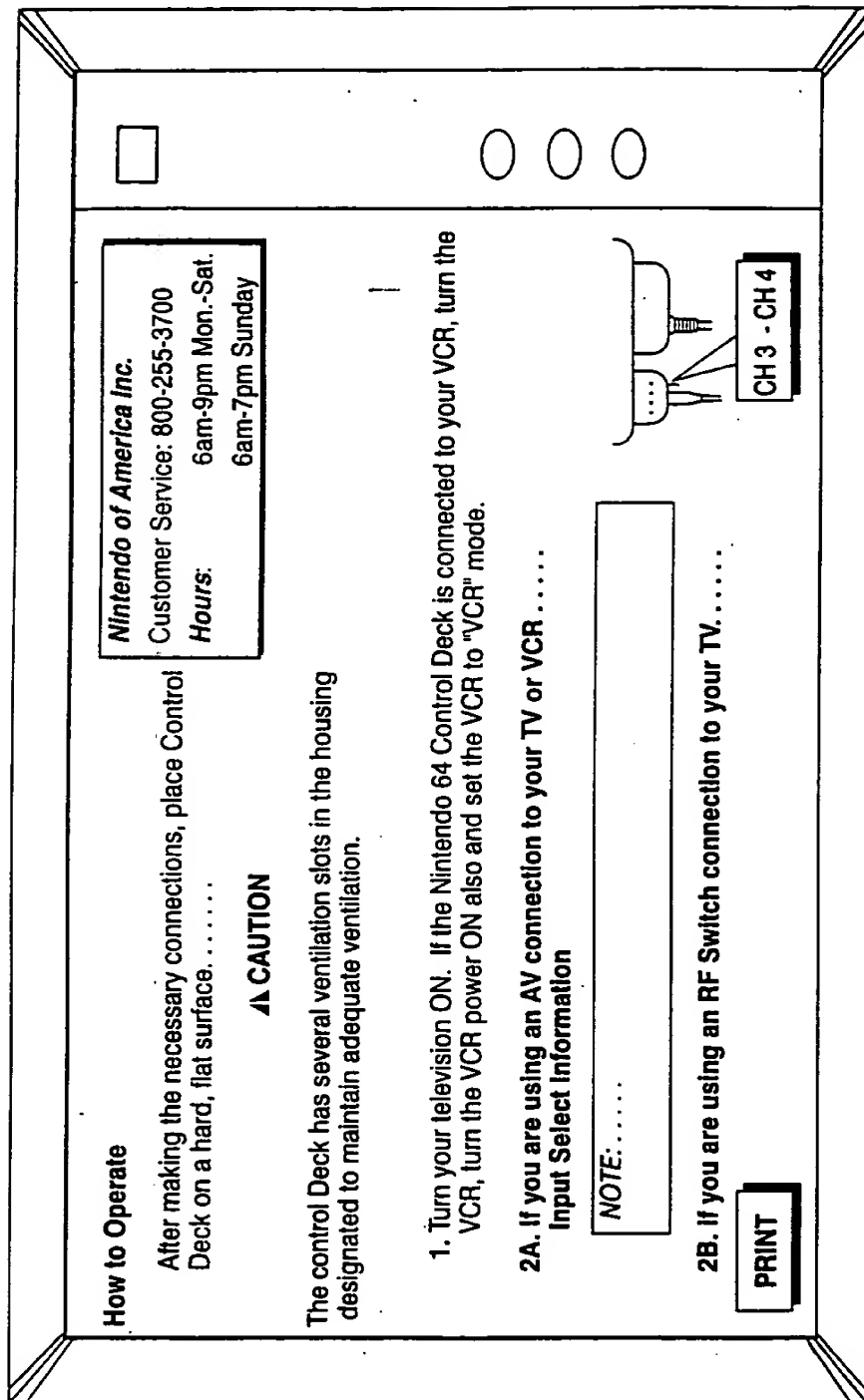


Fig. 18F